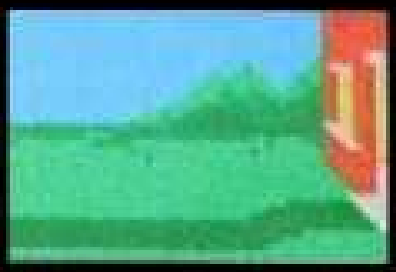
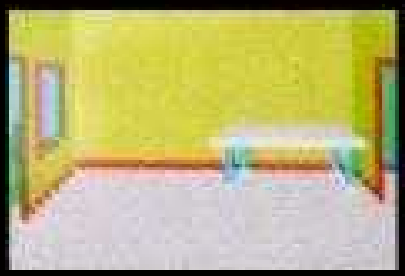
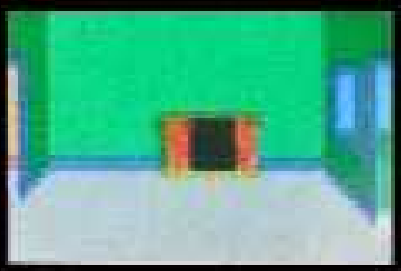




U
Undo



O
Option

Pause

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COLECO FAMILY LEARNING SOFTWARE

Cabbage Patch Kids® PICTURE SHOW

PARENT'S INSTRUCTION GUIDE

Cabbage Patch Kids® Picture Show is an electronic paint set, flannel board, puppet theatre and movie maker, all rolled into one! Children can paint and place props on blank or predrawn screens. They can also stage plays, create animated cartoons, record them, and play them back!

To make sure your child gets the most out of this program, we suggest that **you** explore the Cabbage Patch Kids® Picture Show first. Start by watching the demonstration to get a feel for the activities your child can perform. Then experiment with the functions symbolized on the Keypad Overlay.

When you feel comfortable with the way the program works, sit down with your child and go through the Program Guide together. This Guide contains drawings of some of the props, scenes, and characters found in the Cabbage Patch Kids® Picture Show, and will provide a good introduction to the program. Encourage your child to color in each picture, then try to reproduce it on the computer screen. Then have him or her experiment with the program to create original scenes, plays, and animation sequences.

FOR
COLECOVISION®
& ADAM™
FAMILY COMPUTER SYSTEM

GETTING READY TO PLAY

MAKE SURE THE COLECOVISION® OR ADAM™ IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

Control Stick: Use the Control Stick to move characters up, down, left, right, or diagonally to select props and colors, and to paint.

Side Buttons: Press the Left Side Button to make your character jump. Press the Right Side Button to make your character fall.

Keypad Buttons: Each Keypad Button has a specific function. These functions are symbolized on the Keypad Overlay provided. Be sure to insert the overlay into the controller.

It's Your Choice!

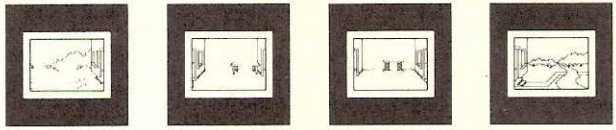
Press the Reset Button. The Title Screen for Cabbage Patch Kids® Picture Show appears on your screen. After a few moments, the Option Screen replaces the Title Screen. It contains a list of choices:

- PLAY
- RECORD
- DRESS A KID
- DEMONSTRATE

Use the Control Stick to move the indicator character beside the option you want and press DO (Keypad Button 2). If you do not select an option after a few seconds, the demonstration program begins automatically. To cancel the demonstration, press OPTION (Keypad Button 8). This returns the program to the Option Screen.

NOTE: When you start to play, the DEMONSTRATE option disappears.

PLAY



Press one of these Keypad Buttons to change the background screen.

Choose your Character

Your characters first appear in silhouette in the blue border area (offstage). Use the Control Stick to move the character onto the stage. You can choose from three more characters, including a 'Koosas™ pet, by pressing CHARACTER (Keypad Button #).

Changing Costumes

Press OPTION to return to the Option Screen, then select DRESS A KID. A new screen appears with a choice of faces on the top row, and clothing on the second. Your 'Kid™ stands at the bottom of the screen.

Move the indicator character to the face you want and

press DO. The face appears on your 'Kid™. Move the indicator character to the clothing you want and press DO. The clothing appears on your 'Kid™, and the indicator character appears at the color palette. The clothing you selected appears in the color indicated. Move the indicator character to the color you want and press DO to make it permanent. Press CHARACTER to start playing again, now with the 'Kid™ whose face and clothes you just chose.

Remember: You can't select this screen when your character is a 'Koosas™ pet!

Get your props!

Press PROPS (Keypad Button 3) to see the three Prop Screens. Each press of PROPS takes you to the next Prop Screen. Use the Control Stick to move the indicator character until the white "X" above its paintbrush touches the prop you want. Press DO to bring that prop to the last scene you were in.

Place your props.

Use the Control Stick to move the indicator character with the prop. Notice that the prop disappears as you move it and reappears when you stop. Press DO again to place the prop permanently on the screen. Make copies of the prop by moving the indicator character and pressing DO each time you want to place the prop. If you don't like the way one looks in the scene, press UNDO (Keypad Button 5) and presto! It's gone. To get more props, press Keypad Button 3 again. When you're finished placing props, press CHARACTER. If the indicator character was holding an unplaced prop, it disappears.

Put on the paint!

Press COLOR (Keypad Button 6) to select a color for painting. A color palette appears at the top of your screen. Use the Control Stick to move the X on the indicator character's paintbrush to the color you want. Then press DO. The indicator character appears in your scene with its brush up, ready to paint.

Use the Control Stick to move it where you want to start painting. Then press DO to put its brush on the screen.

Now use the Control Stick to direct your painting. To move **without** painting, press DO again. The brush returns to the "up" position. Now use the Control Stick to move the brush anywhere you want.

Drawing a Blank

Each time you press BLANK (Keypad Button 0) a new blank screen appears. There are four in all. The white boxes in the lower left corner of the screen indicate which of the four blanks is showing. You can use these four blank scenes to create a simple animation sequence like the one shown in the demonstration.

Cancelling Commands

Press UNDO (Keypad Button 5) to make props or paint disappear! Continually pressing UNDO erases props from the scene, one by one. As a rule, the last prop or block of paint placed is the first erased.

NOTE: The larger the prop, the fewer can be erased.

RECORD

Recording Sessions

Press OPTION to return to the Option Screen, then select RECORD. The scene you were using before pressing OPTION appears. A red bar now appears at the top of the screen. You can move your Cabbage Patch Kids® characters anywhere in the scene. You can also change scenes and characters. But you **cannot** paint or place props. To pause during the recording, press PAUSE (Keypad Button 9). The action immediately stops. To continue recording, press PAUSE again. The machine records until you press OPTION or until the time runs out (approximately 5 minutes).

At the end of your show, the Option Screen appears with the PLAYBACK choice. Select it, and a green bar appears at the top of your screen. The machine plays back the scenes you've just recorded. Use the PAUSE key just as you did in the recording. **Remember:** Each time you press RECORD, the machine erases any material you recorded previously. Also, when you shut off or reset the machine, all recorded material is erased.

Two-Player Picture Shows

Both players can:
- Select from the Option Screen
- Select their own characters and move them
- Select colors and paint

One player can:
- Paint or play while the other places props, except when a Props Screen is in use

But, two players **cannot:**
- Place props at the same time
- Dress their actors at the same time

COLECO

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Printed in U.S.A.

Guide No. 200244

Item No. 2600

COLECO FAMILY LEARNING SOFTWARE

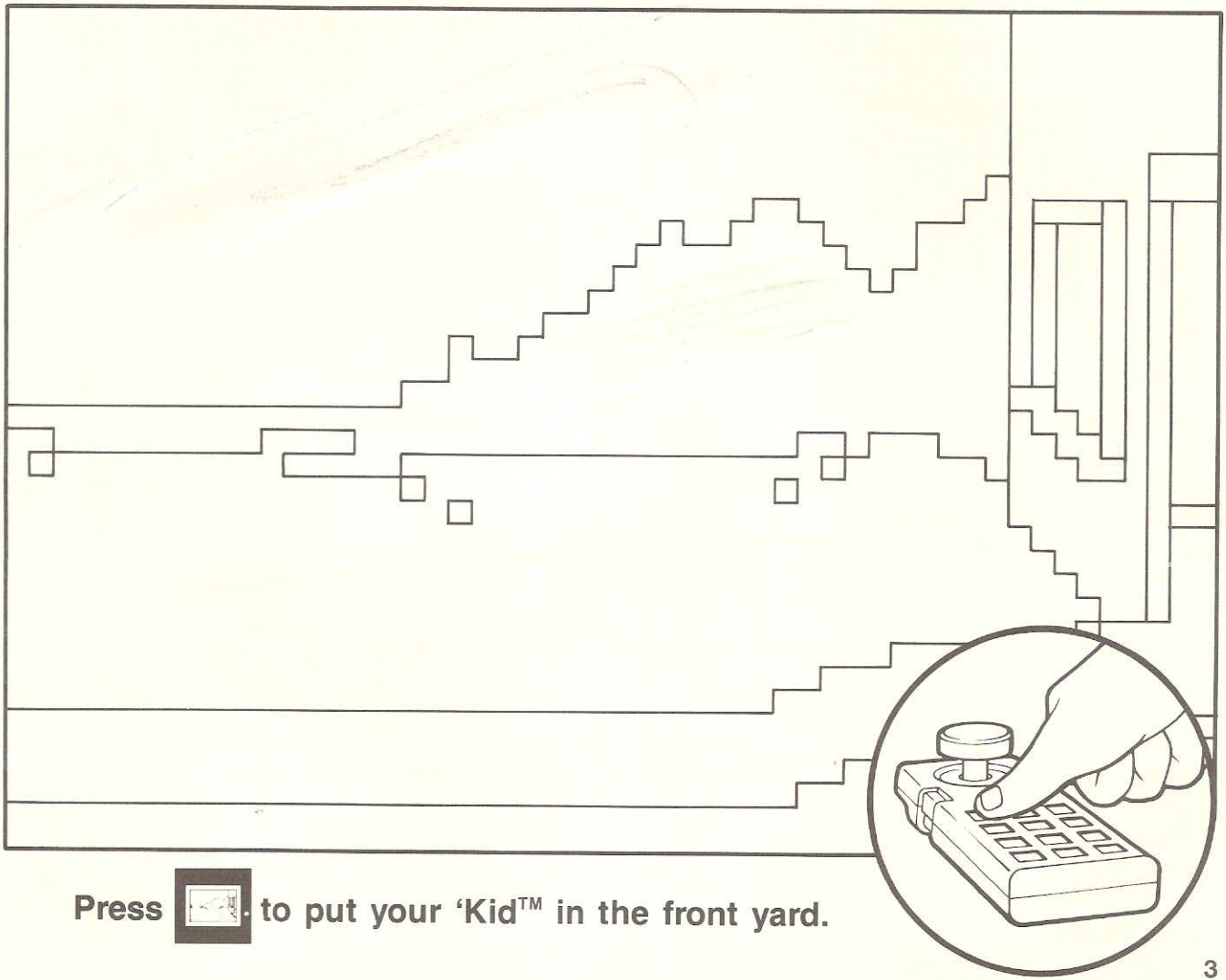
Cabbage Patch Kids®

PICTURE SHOW PROGRAM GUIDE

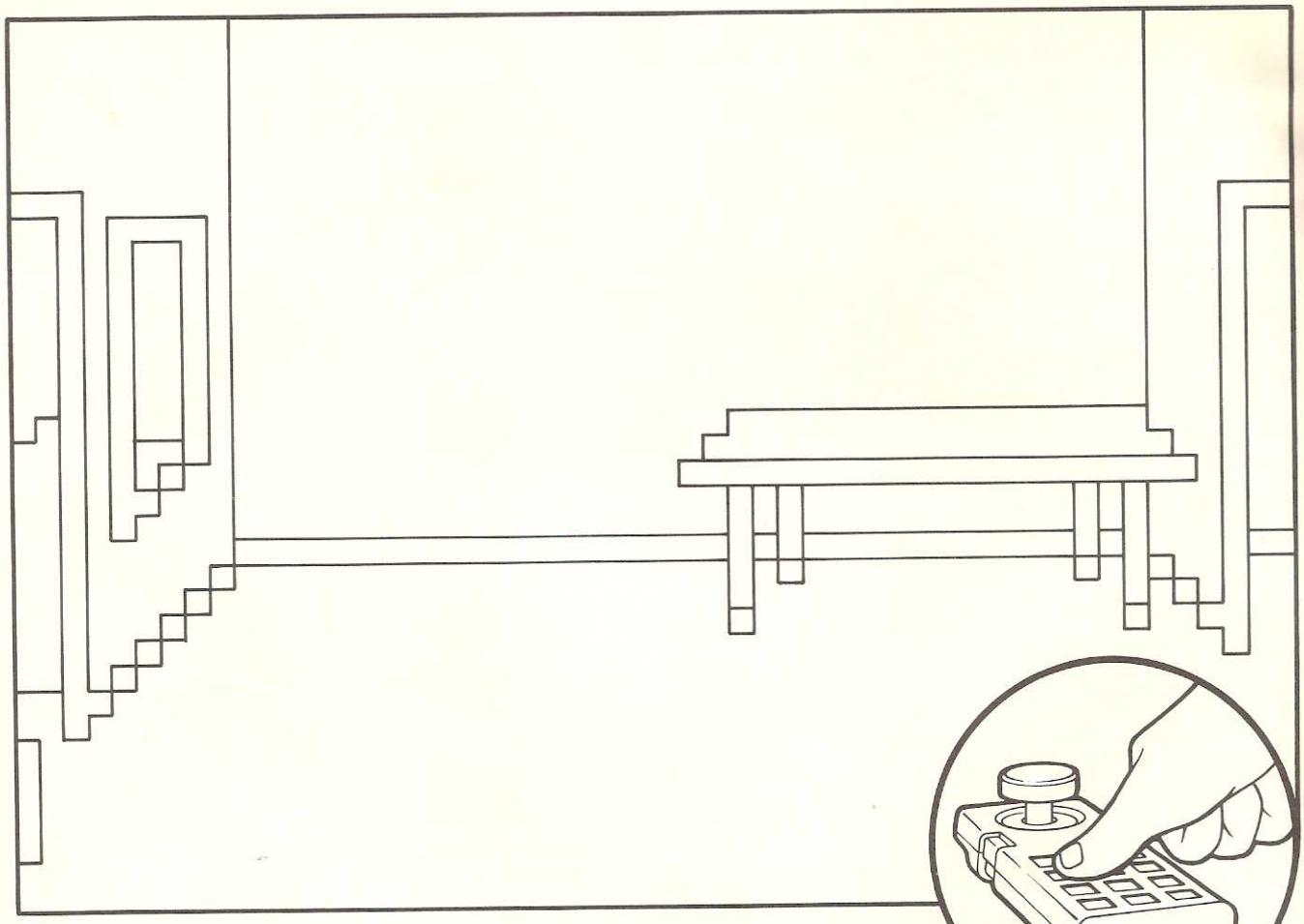
DIRECTOR

This Guide belongs to: _____

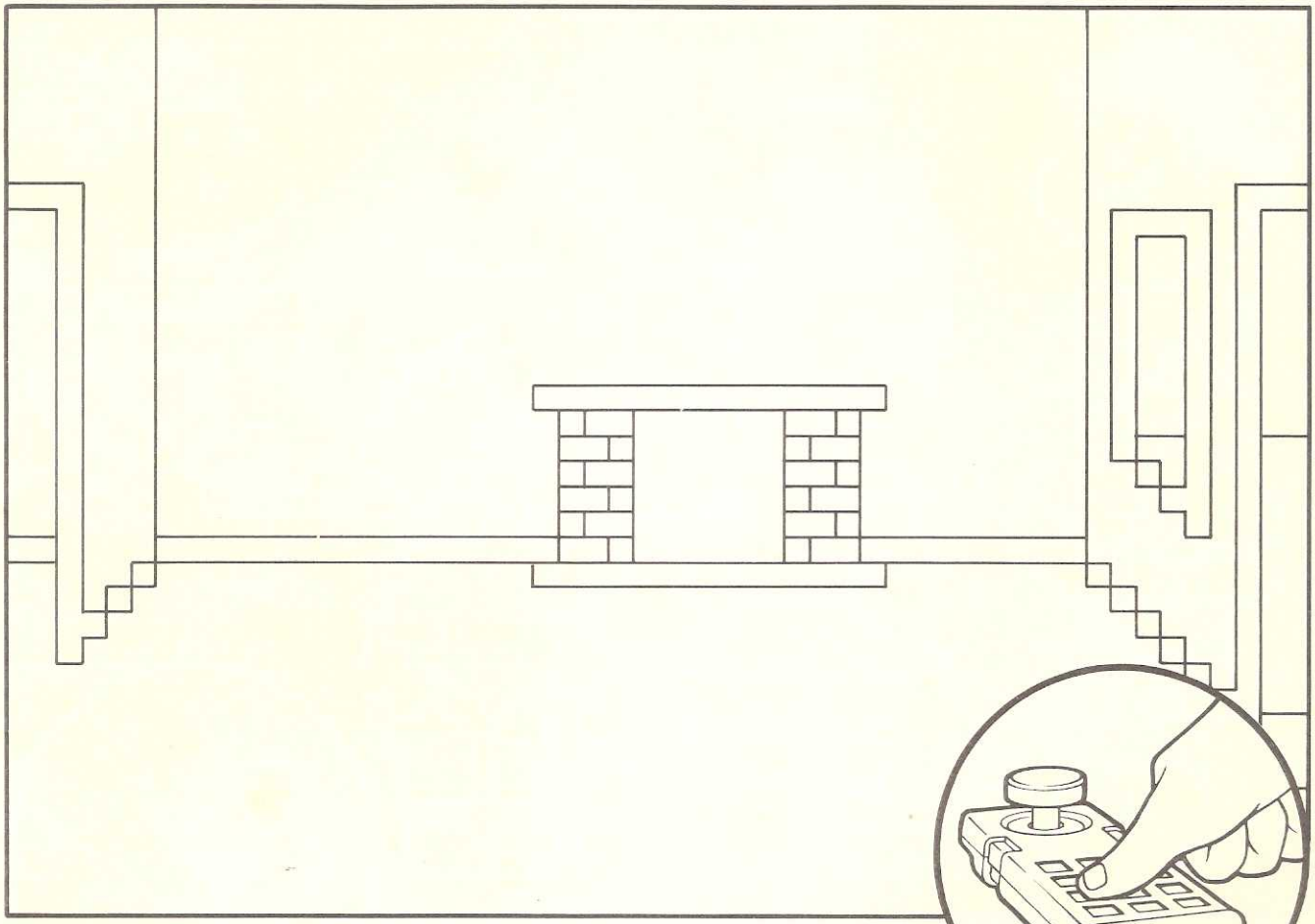
This is your Guide! It will show you what you can do with the Cabbage Patch Kids® Picture Show. Color the pictures. Then turn on the program and have some fun.



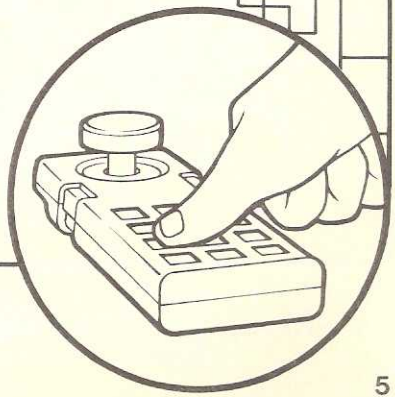
Press to put your 'Kid™ in the front yard.

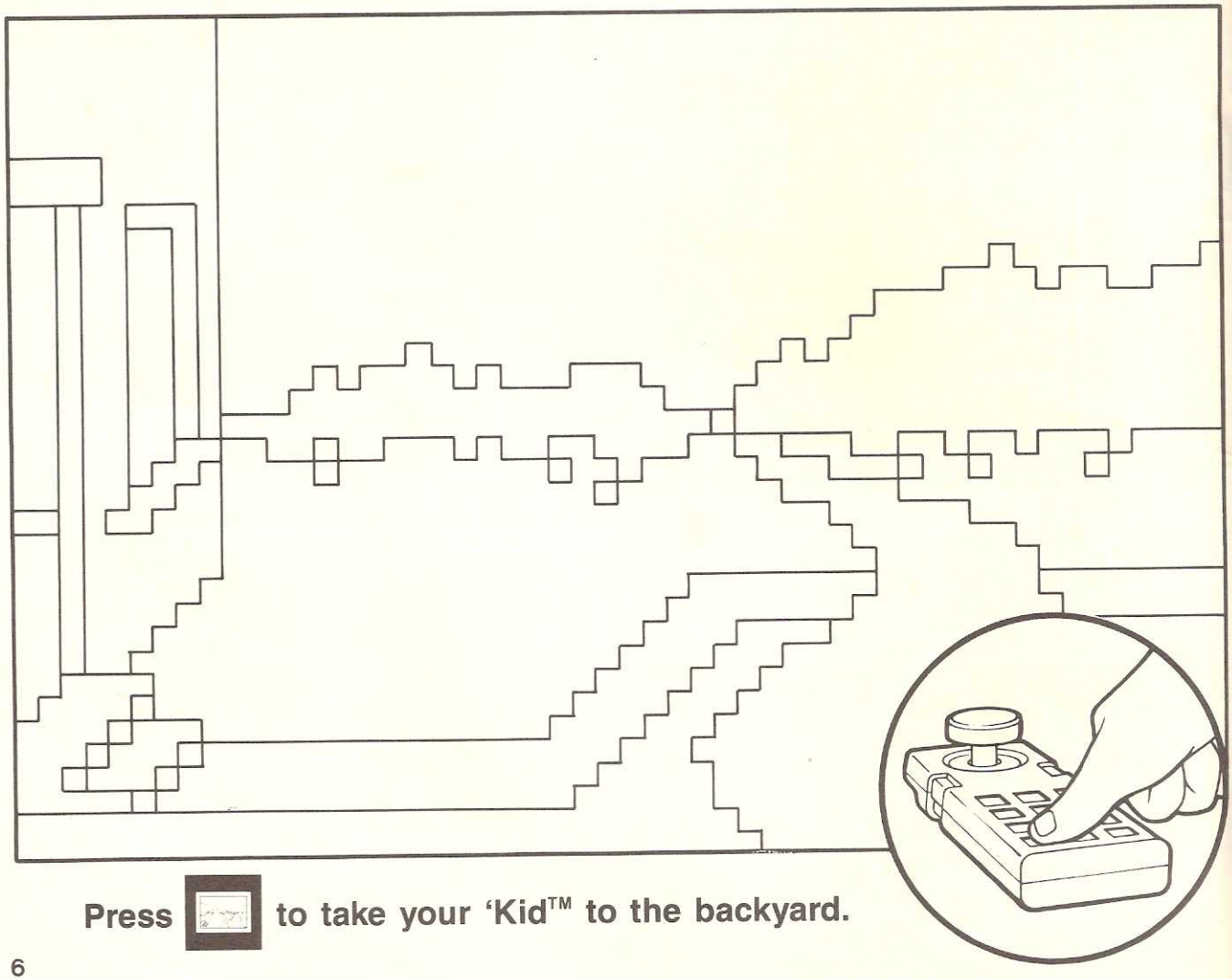


Press to put your 'Kid™ in the kitchen.

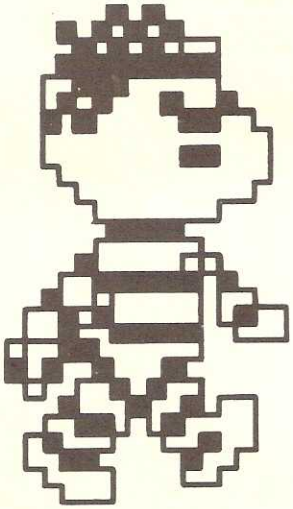


Press to play in the living room.



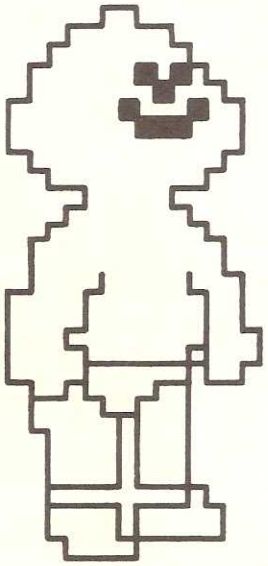


Press to take your 'Kid™ to the backyard.

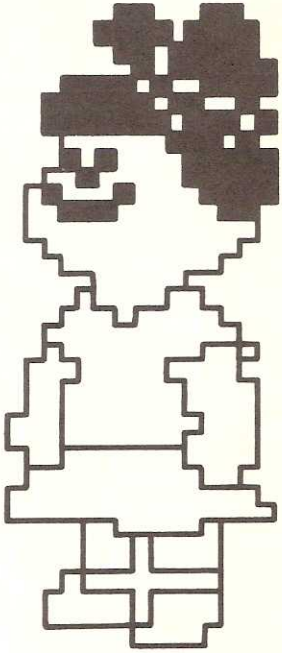


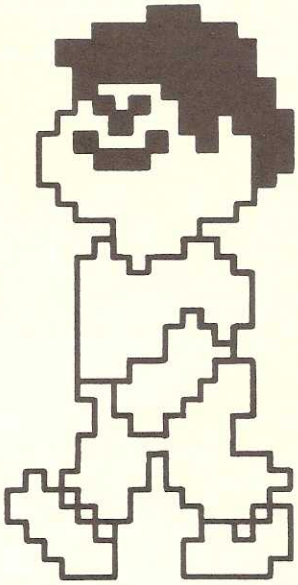
'KOOSAS™ PET

BALDIE



GIRL

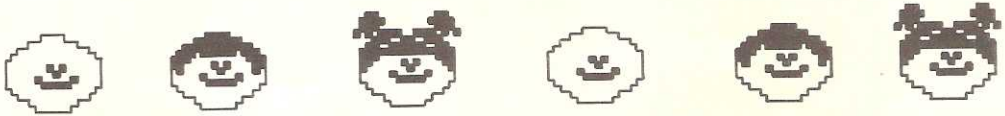


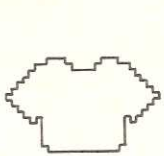


BOY

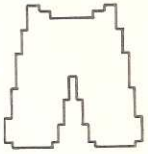
Press to pick your actors!

HEAD

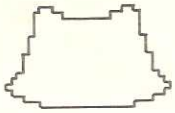




SHIRT



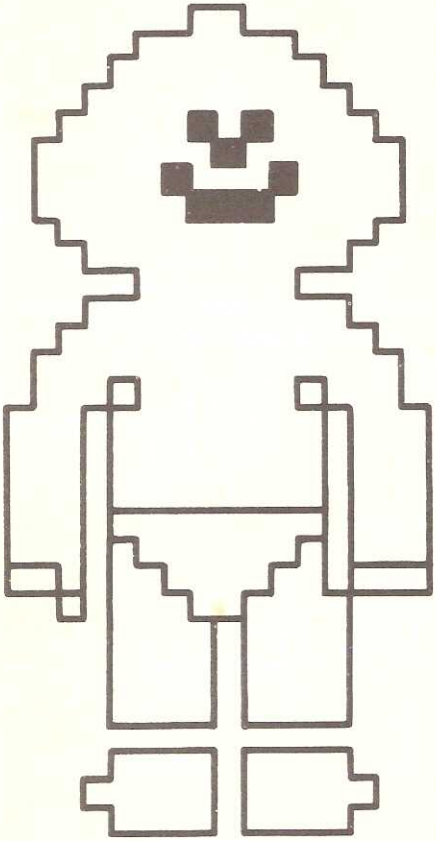
PANTS



SKIRT

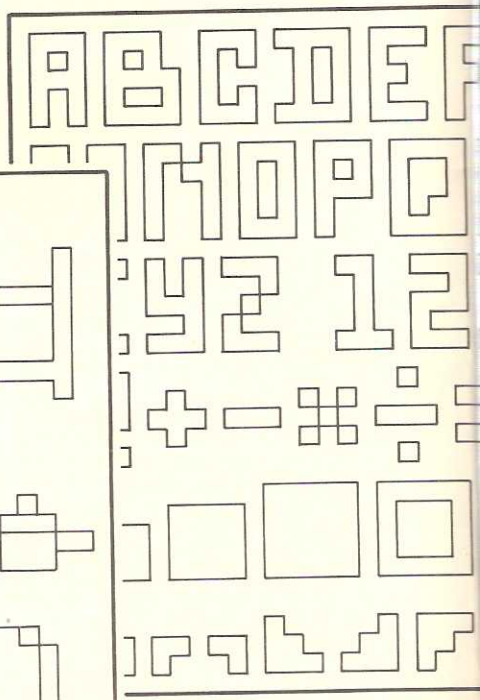
YOUR 'KID™

Pick your costumes!

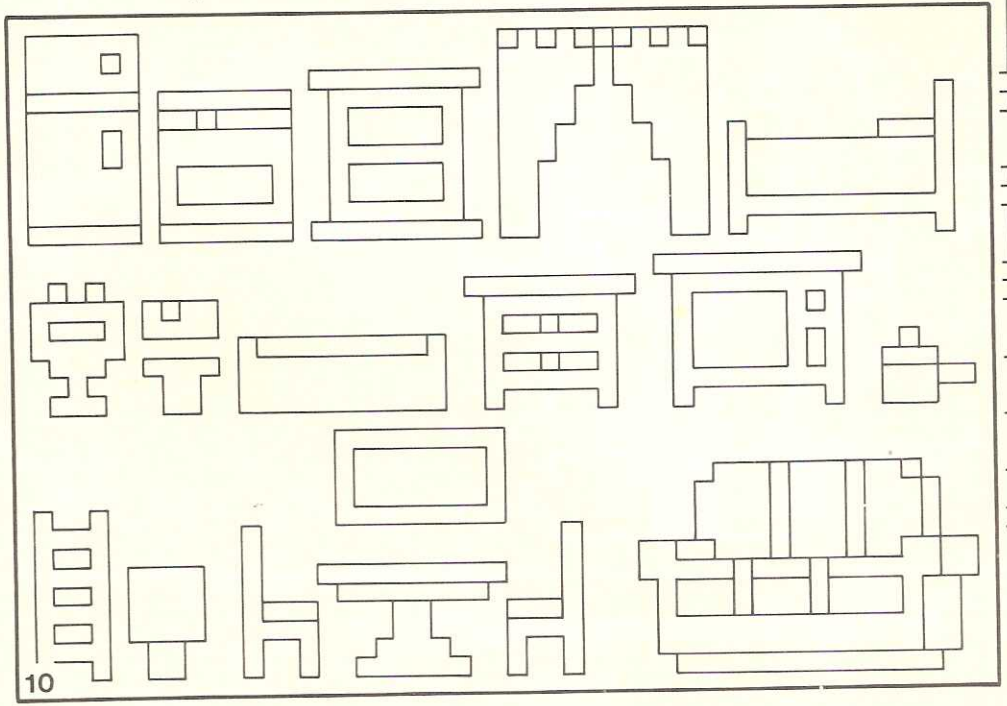


Try dressing your own 'Kid™!

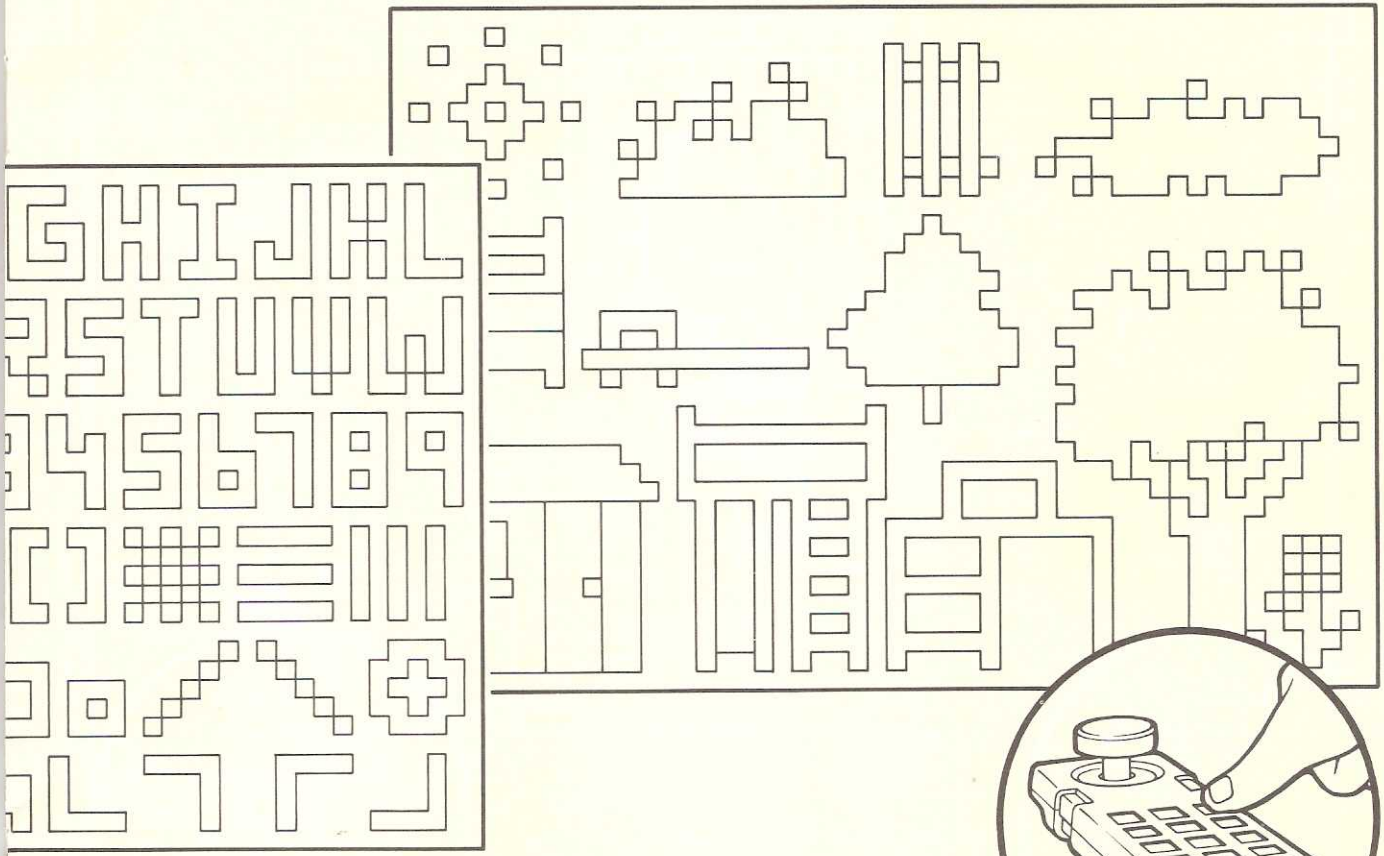
Letters

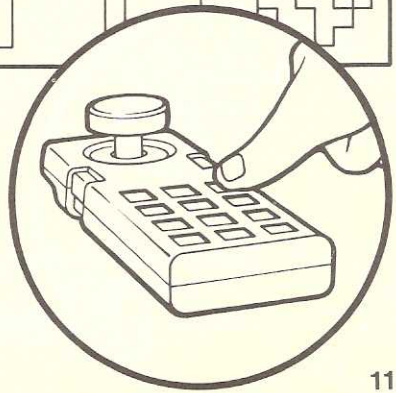


Indoor Props

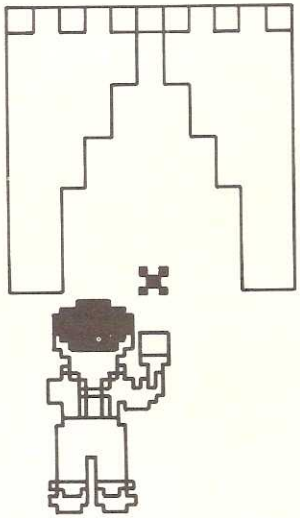


Outdoor Props

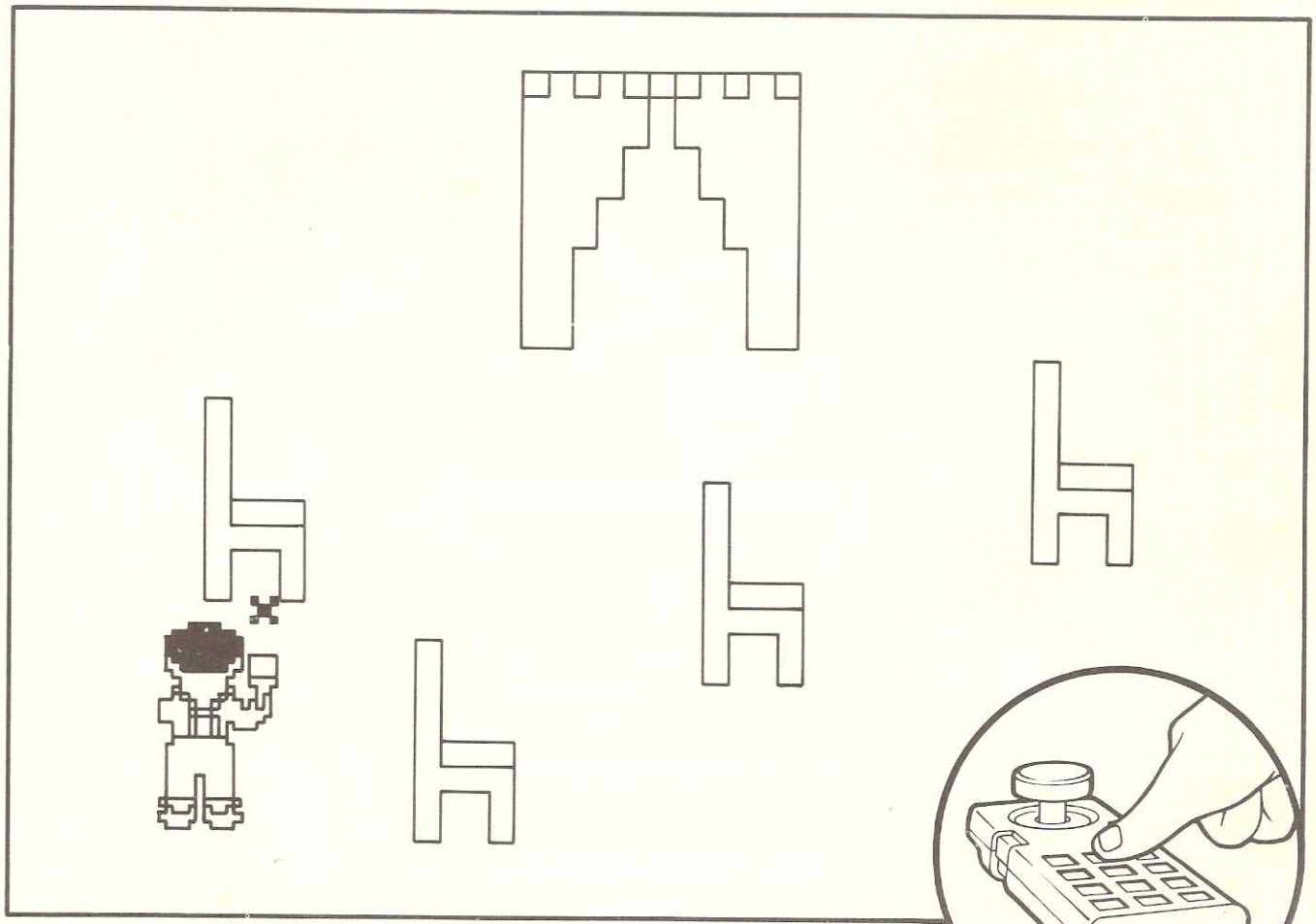




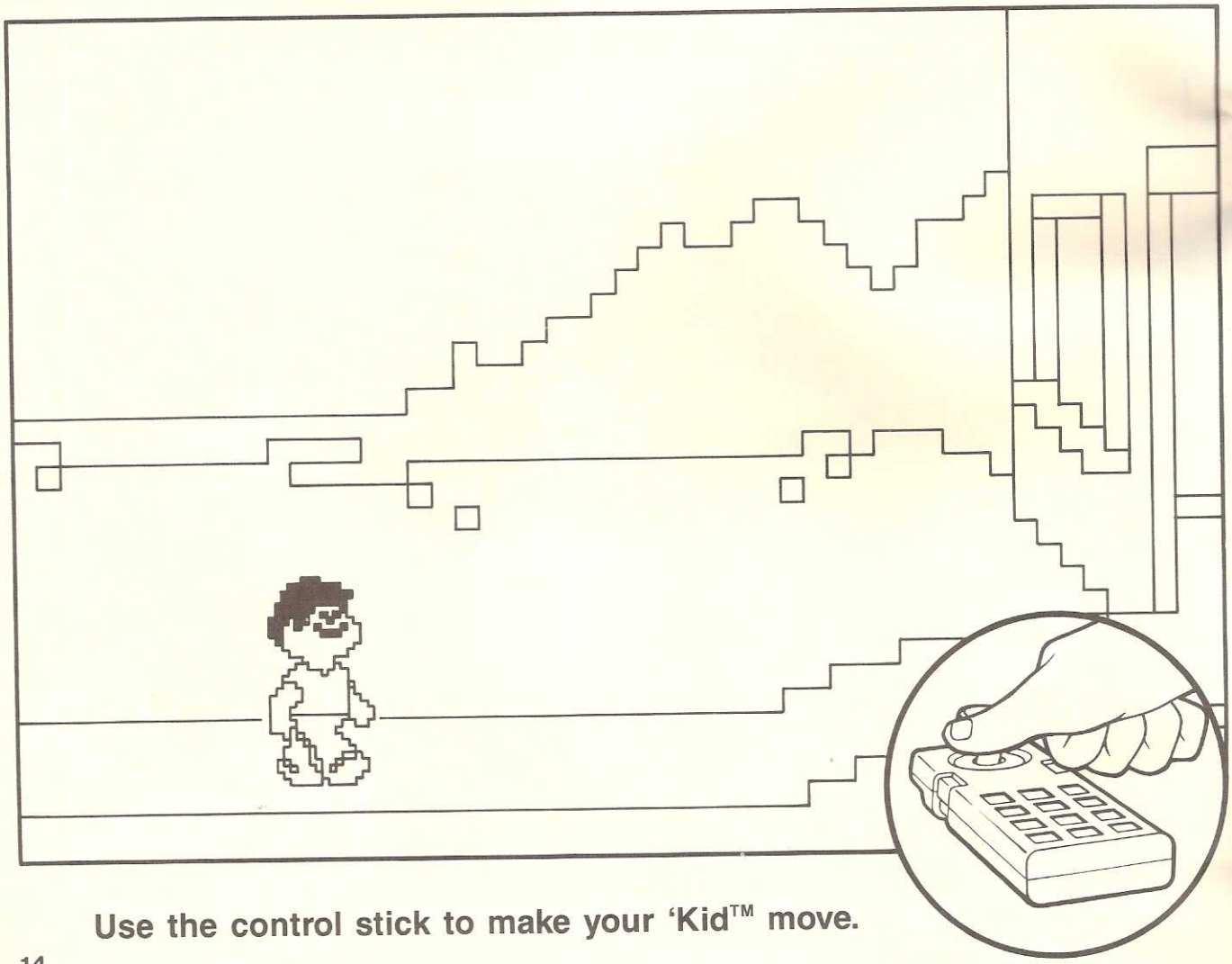
Press to pick props for your show.



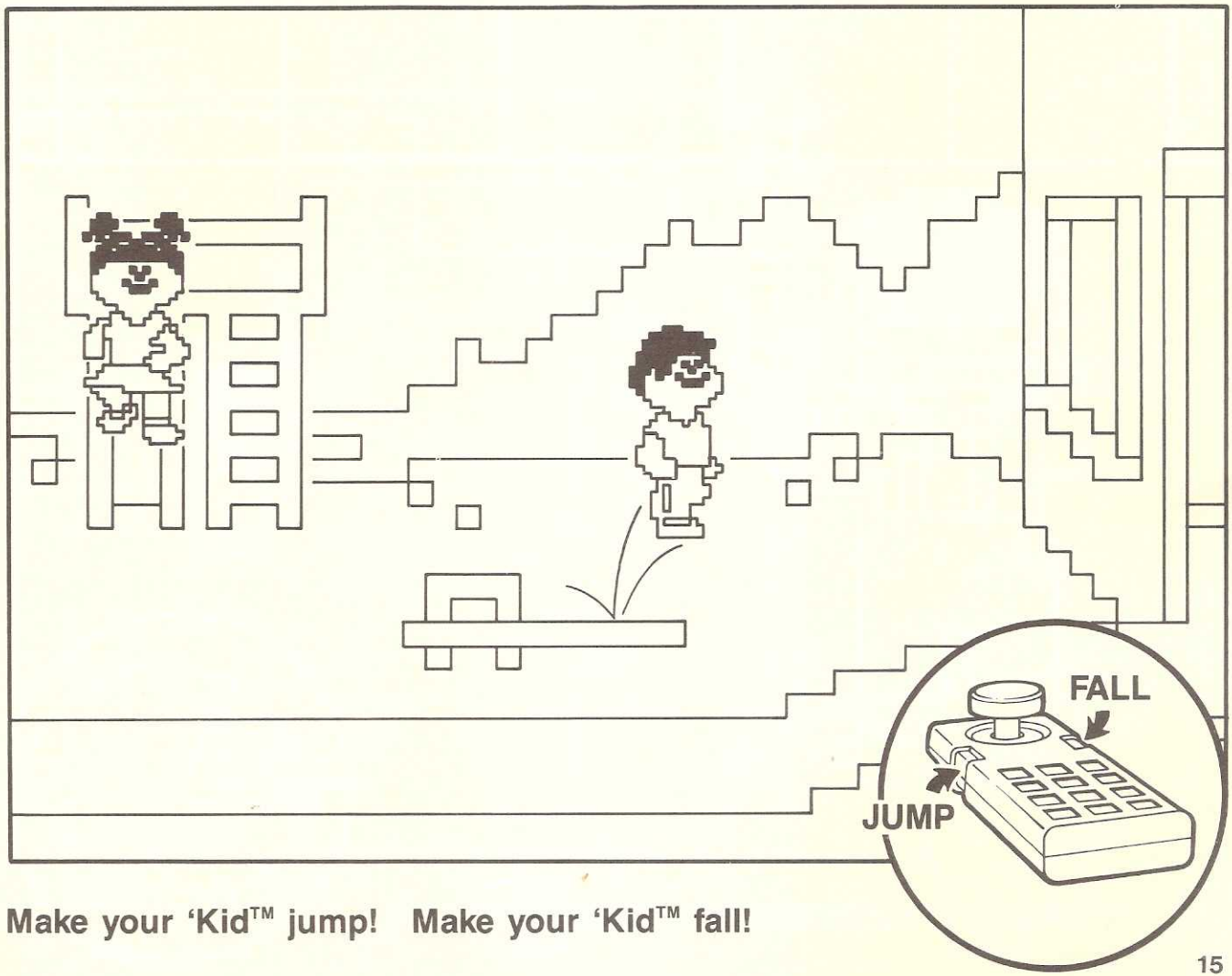
Press to put the prop on the stage.



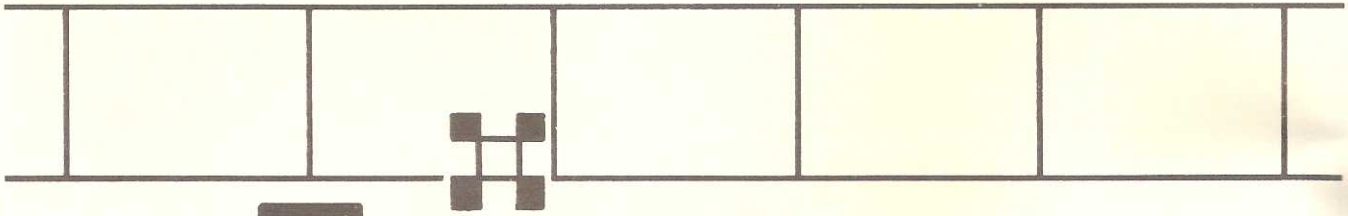
Press again to put more of the same prop on the screen.

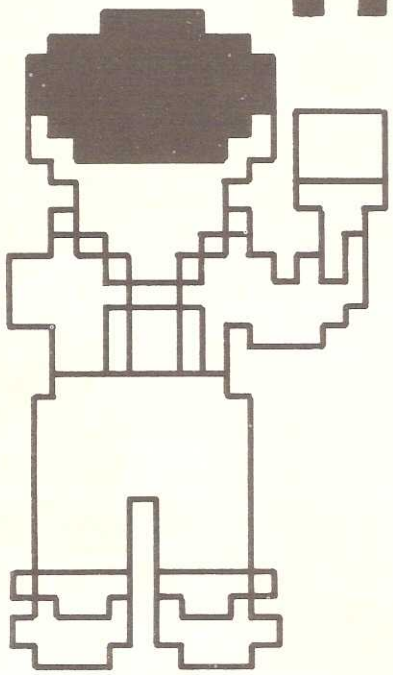


Use the control stick to make your 'Kid™ move.

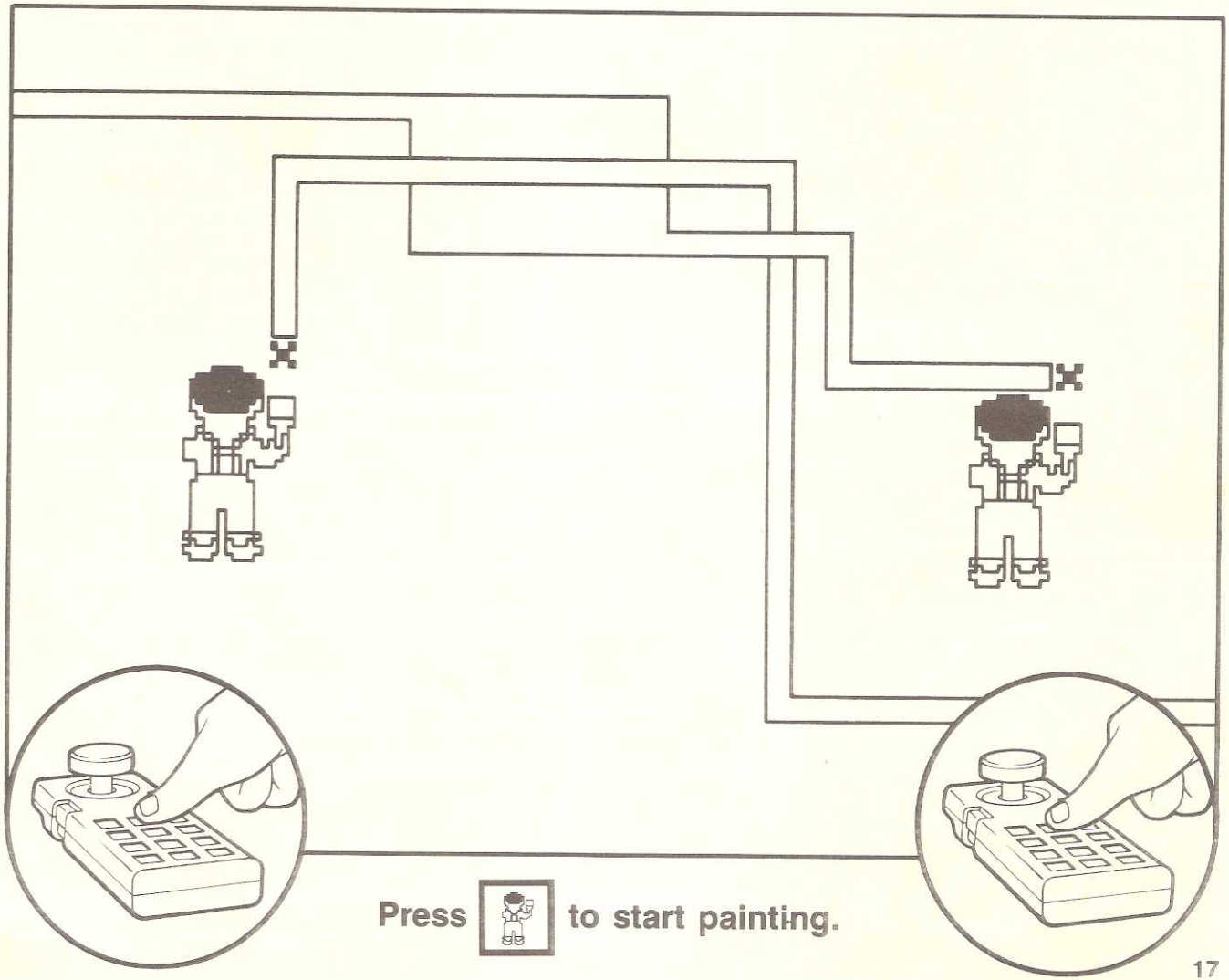


Make your 'Kid™ jump! Make your 'Kid™ fall!

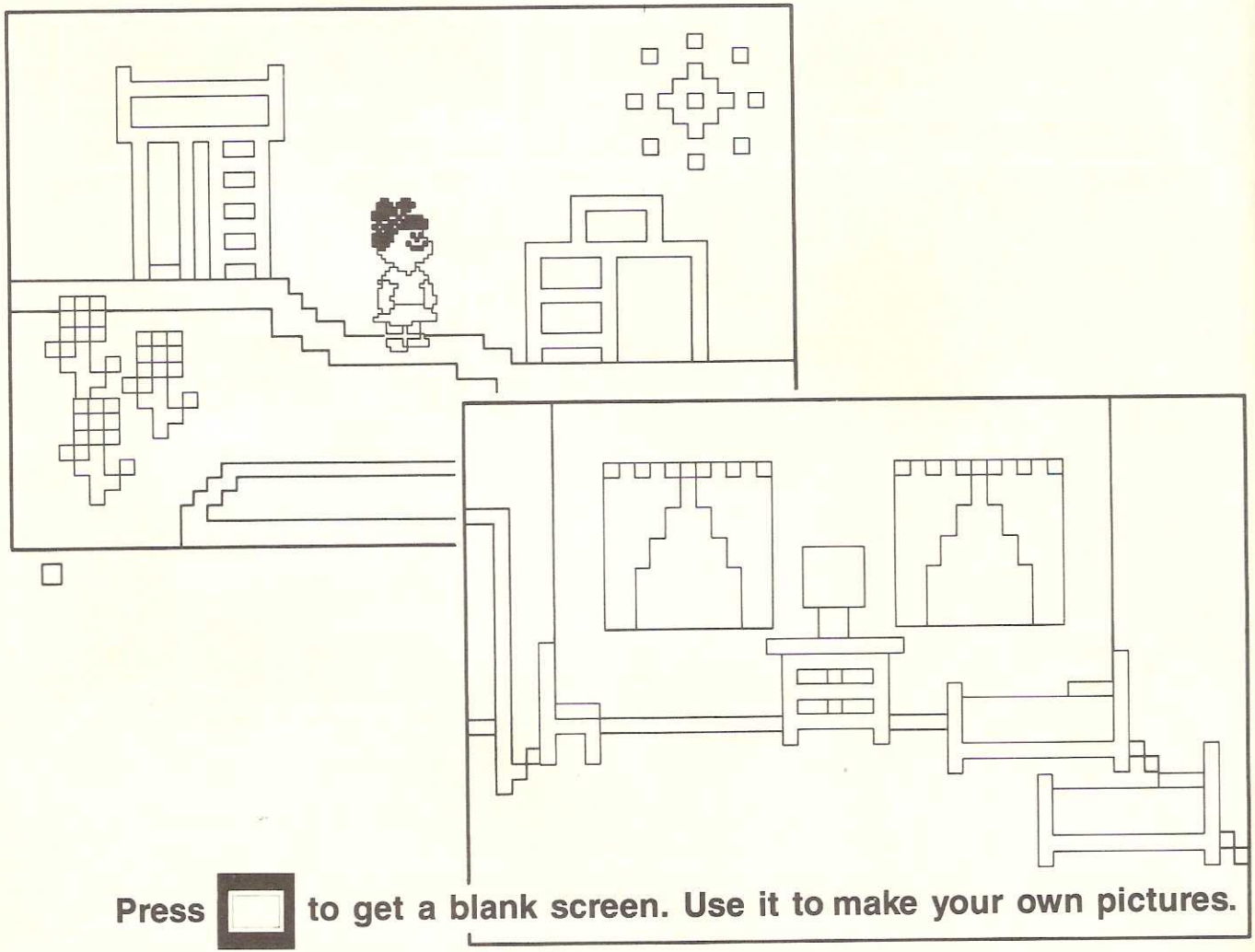




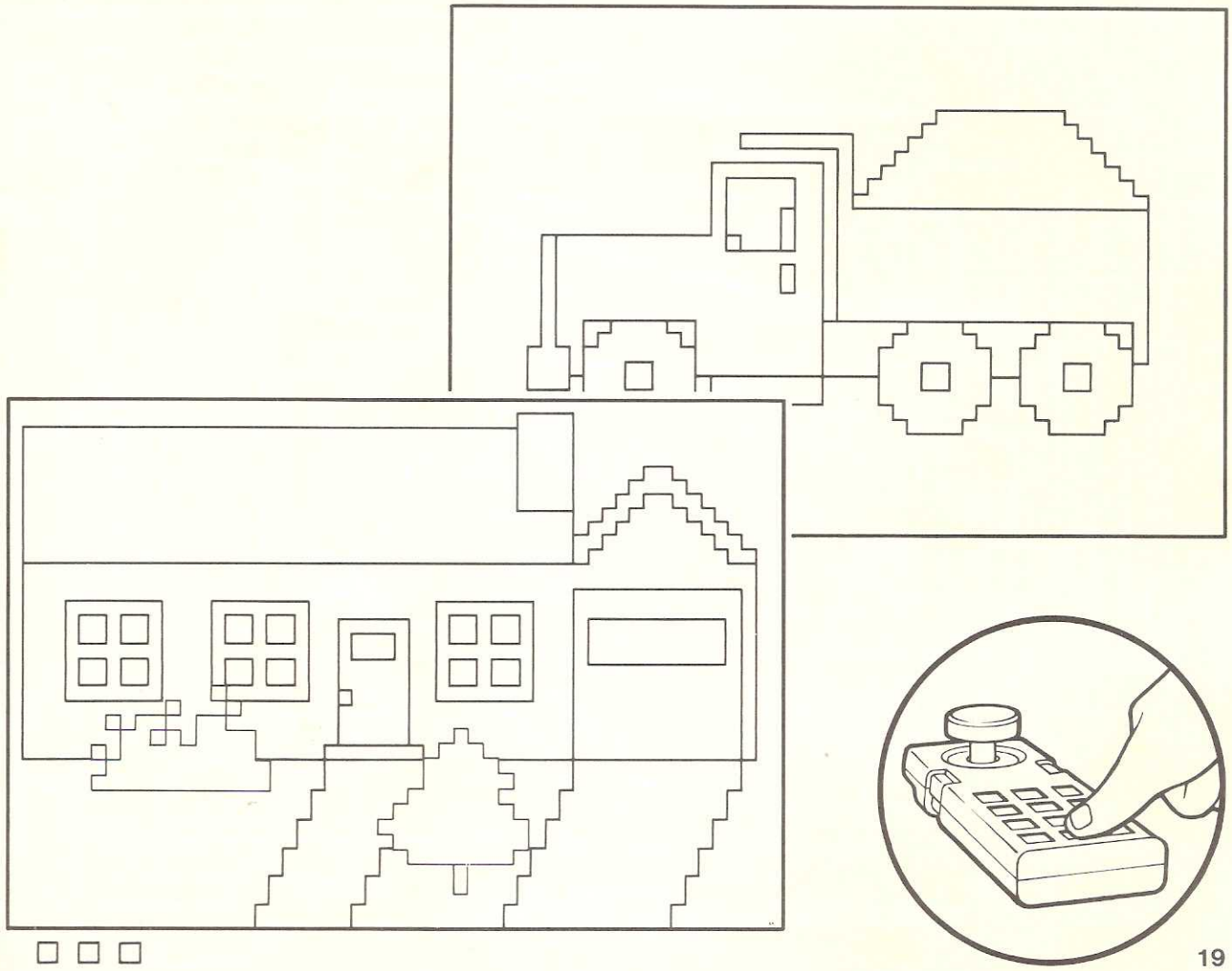
Press to get paint for your scenery.

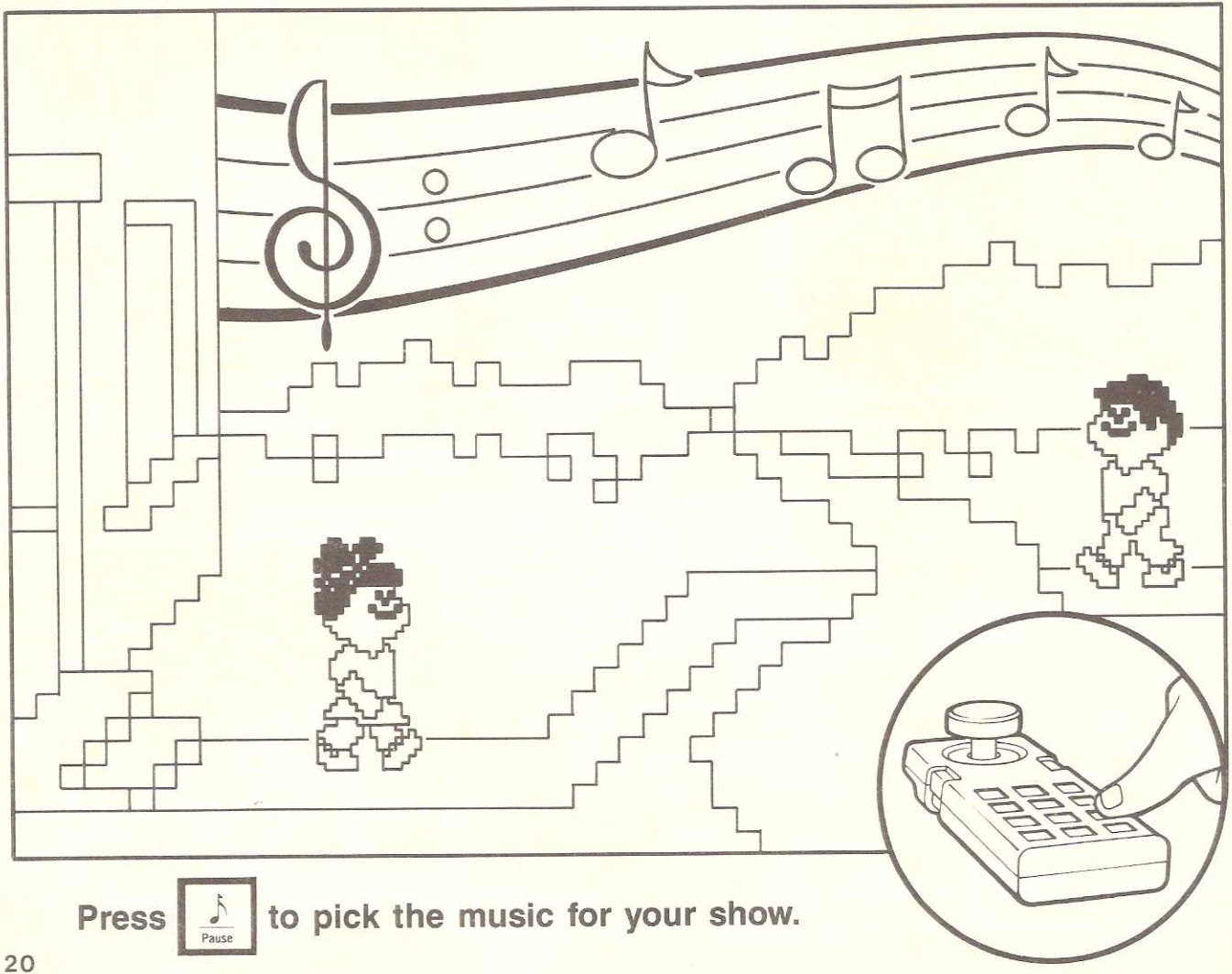


Press to start painting.

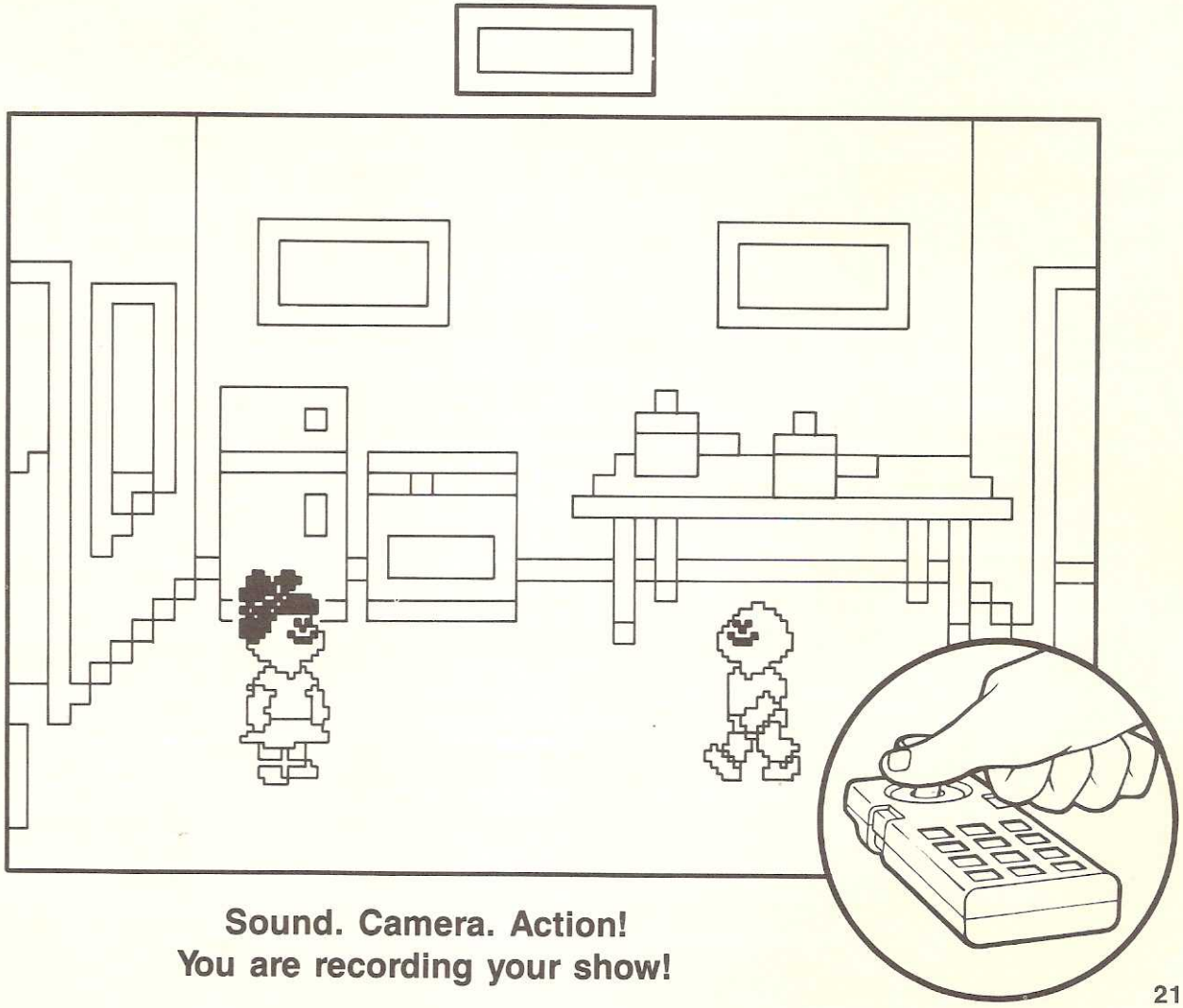


Press to get a blank screen. Use it to make your own pictures.





Press Pause to pick the music for your show.



Sound. Camera. Action!
You are recording your show!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that the physical components of this cartridge will be free of defects in the material and workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship of the cartridge shall be limited to repair or replacement at an authorized Coleco Service Center. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

Any implied warranties arising out of the sale of the cartridge including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. In no event shall Coleco be liable to anyone for incidental, consequential, contingent or any other damages in connection with or arising out of the purchase or use of the cartridge. Moreover, Coleco shall not be liable for any claim of any kind whatsoever by any other party against the user of the cartridge.

This limited warranty does not extend to the programs contained in the cartridge and the accompanying documentation (the "Programs"). Coleco does not warrant the Programs will be free from error or will meet the specific requirements or expectations of the consumer. The consumer assumes complete responsibility for any decisions made or actions taken based upon information obtained using the Programs. Any statements made concerning the utility of the Programs are not to be construed as express or implied warranties.

Coleco makes no warranty, either express or implied, including any implied warranties of merchantability and fitness for a particular purpose, in connection with the Programs, and all Programs are made available solely on an "as is" basis.

In no event shall Coleco be liable to anyone for incidental, consequential, contingent or any other damages in connection with or arising out of the purchase or use of the Programs and the sole and exclusive liability, if any, of Coleco, regardless of the form of action, shall not exceed the purchase price of the cartridge. Moreover, Coleco shall not be liable for any claim of any kind whatsoever by any other party against the user of the Programs.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read your Owner's Manual carefully before using your cartridge. If your cartridge fails to operate properly, please refer to the troubleshooting checklist in the Operating Tips Manual. If you cannot correct the malfunction **after** consulting this manual, please call Customer Service on Coleco's **toll-free service hotline: 1-800-842-1225 nationwide.** This service is in operation from 8:00 a.m. to 10:00 p.m. Eastern Time, Monday through Friday.

If Customer Service advises you to return your cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem to the Service Center you have been directed to return it to. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: **1-800-842-1225 nationwide.**

IMPORTANT: SAVE YOUR RECEIPTS SHOWING DATE OF PURCHASE.

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Guide No. 200245

Item No. 2600